£3.99
€6.50

FORTNIGHTLY

THE LORD OF THE RINGS™

BATTLE GAMES

in Middle-earth™

12

GANDALF CONFRONTS
THE EVIL RINGWRAITHS!

DeAGOSTINI
GAMES WORKSHOP

NEW LINE CINEMA
An AOL Time Warner Company

THE LORD OF THE RINGS™

BATTLE GAMES
in Middle-earth™

12

Guide to Middle-earth™ 1

Gandalf the Grey is a powerful Wizard and the wisest member of the Fellowship. We take a look at the exploits of this mighty sorcerer.

Playing the Game 2–7

Magic can play an influential part in your Battle Games, and in this Pack we look at how to cast spells and resist magical powers.

Battle Game 8–13

In a mighty clash of magic, Gandalf the Grey battles with the terrifying Ringwraiths.

Painting Workshop 14–17

Learn the techniques for painting your Gandalf model, including the use of layered dry-brushing.

Modelling Workshop 18–21

Learn how to build an aged hilltop ruin, which you can use to represent Amon-Sûl in this Pack's Battle Game.

DeAGOSTINI
GAMES WORKSHOP
Visit: www.lordoftherings.net
America Online Keyword: Lord of the Rings
NEW LINE CINEMA
An AOL Time Warner Company
Join THE LORD OF THE RINGS OFFICIAL FAN CLUB

www.the-ring.net

HOW TO SUBSCRIBE

UK & REPUBLIC OF IRELAND
(Payment in £ Sterling or Euros in Republic of Ireland)
Customer Services: If you have any queries about *Battle Games in Middle-earth* please telephone 08707 299 399, or fax 08706 060 447 (24 hours, 7 days a week).
Subscriptions: You can arrange to have your packs sent direct to your door at no extra cost (UK only; £1.00 / €2.00 p&p for Republic of Ireland). For details, telephone 08707 299 399, or fax 08706 060 447 (24 hours, 7 days a week).
Credit/debit card orders accepted.
Back Copies: These can be ordered from your newsagent. Alternatively, telephone 08707 299 399, or fax 08706 060 447 (24 hours, 7 days a week), or write to:
Battle Games in Middle-earth, Back Copies Department,
De Agostini UK Ltd, PO Box 600, Hastings TN35 4TJ.
Credit/debit card orders accepted. When ordering, please enclose:
1. Your name, address and postcode.
2. The pack number(s) and number of copies required.
3. Payment of the cover price plus 50p / €1.00 per copy p&p.
Make cheques payable to De Agostini UK Ltd.

AUSTRALIA
Subscriptions: Telephone (03) 9872 4000, fax (03) 9872 5454 or write to:
Battle Games in Middle-earth,
Bissett, PO Box 460 Eastern MC, VIC 3110.
E-mail: bissett@bissettmags.com.au
Back Copies: These can be ordered from your newsagent. Alternatively, telephone (03) 9872 4000, or write to: *Battle Games in Middle-earth*, Back Copies Department, PO Box 460, Eastern MC, VIC 3110. Please enclose payment of the cover price plus $1.65 inc. GST per pack p&h.
Back copies subject to availability.
E-mail: bissett@bissettmags.com.au

NEW ZEALAND
Subscriptions: Telephone (09) 308 2871, fax (09) 302 7661, or write to: *Battle Games in Middle-earth*, Private Bag 47-906, Ponsonby, Auckland.
E-mail: netlink@ndcnz.co.nz
Back Copies: These can be ordered from your newsagent. Alternatively, telephone (09) 308 2871, or write to:
Battle Games in Middle-earth, Back Copies Department, Netlink Distribution Co, Private Bag 47-906, Ponsonby, Auckland. Please enclose payment of the cover price plus $1.50 per pack p&h.
Back copies subject to availability.

SOUTH AFRICA
Subscriptions: Telephone (011) 265 4304,
fax (011) 314 2984, or write to:
Battle Games in Middle-earth, Jacklin Enterprises,
PO Box 11, Centurion 0046.
E-mail (orders): subscribe@jacklin.co.za
(customer services): service@jacklin.co.za
Back Copies: These can be ordered from your newsagent. Alternatively, telephone 011 3091900/011 2483500, or write to:
Battle Games in Middle-earth, Back Copies Department,
Republican News Agency, PO Box 101, Maraisburg 1700.
Please enclose payment of the cover price plus 2 Rand per pack p&h. Back copies subject to availability.

MALTA
Back Copies: These can be ordered from your newsagent. Back copies subject to availability. All orders subject to availability.

Visit the De Agostini website at: www.deagostini.co.uk

Visit the Games Workshop website at: www.games-workshop.com

© 2003 New Line Productions, Inc. *The Lord of The Rings* and the characters, names and places therein, TM The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved. Games Workshop & the Games Workshop logo are trademarks of Games Workshop Ltd.

Published by De Agostini UK Ltd, Griffin House, 161 Hammersmith Road, London W6 8SD.

Senior Editor: Neil Kelly
Managing Editor: Ally Bryce
Designer: Christine Lacey
Senior Product Manager: Susan Bolsover
Production Controller: Mark Sanders-Barwick

ISBN 0 7489 6479 7 N12 03 07 09 Printed in the Italy.

Editorial, Design & Production:
Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.

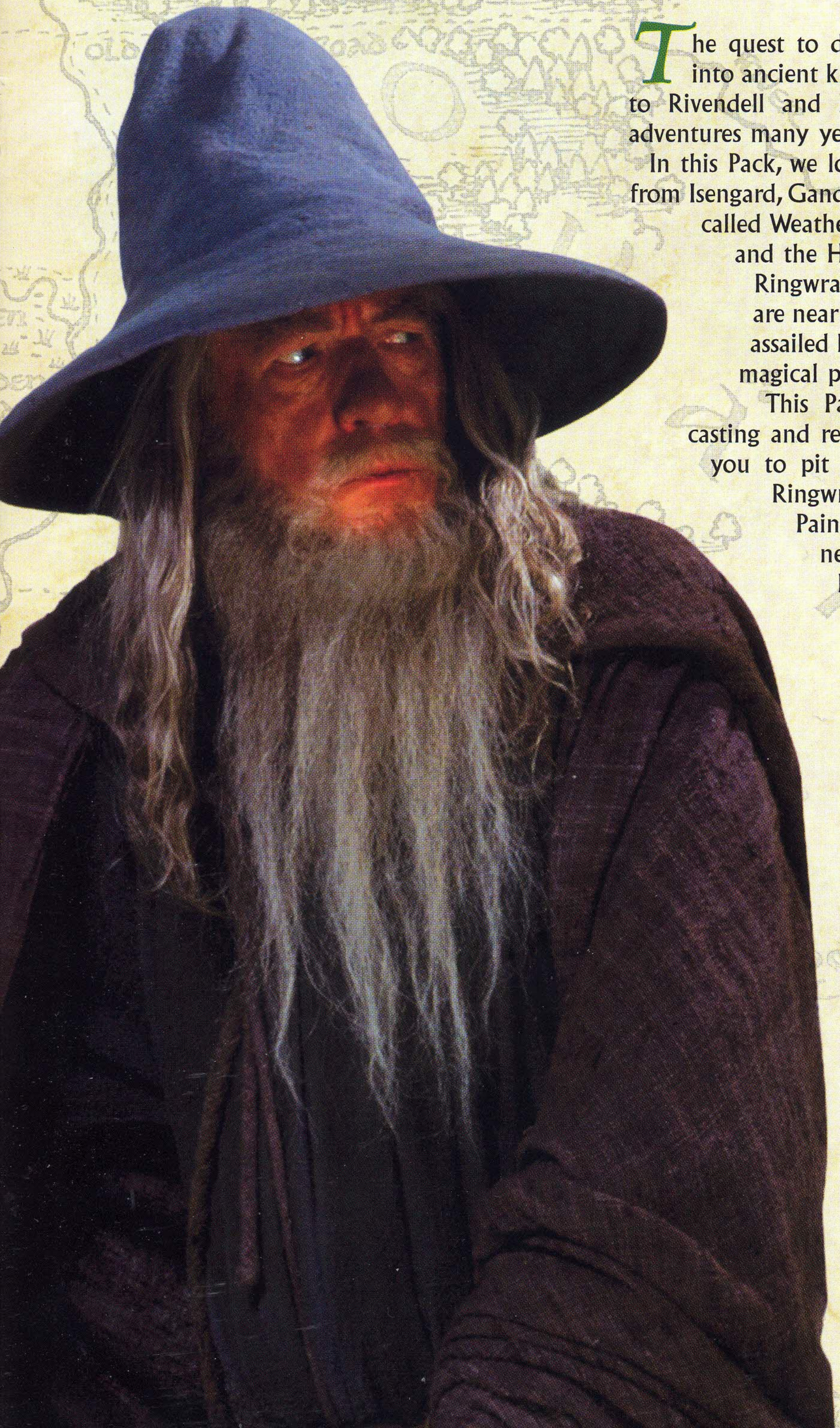
Design Manager: Rowland Cox
Editor: Graham Davey
Layout: Darius Hinks, Andrew Tipper, Peter Borlace
Content: Darron Bowley, Mark Latham,
Alessio Cavatore & Rick Priestley

No part of this product may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of New Line.
British Cataloguing-in-Publication Data: A catalogue record for this product is available from the British Library.

Tools and materials suggested for use may be dangerous if used incorrectly and Games Workshop does not recommended them for children under 16 without adult supervision.

Gandalf the Grey™

In this Pack we follow the exploits of Gandalf the Grey, one of the mightiest Wizards of Middle–earth. Drawing upon his ancient sorcerous powers, he has the strength to combat more than just mortal foes…



The quest to destroy the One Ring began with Gandalf's delvings into ancient knowledge. It was he who set Frodo Baggins on the path to Rivendell and beyond, just as he had set Bilbo Baggins on his adventures many years before.

In this Pack, we look at what would have happened if, after his escape from Isengard, Gandalf had travelled to the watchtower of Amon-Sûl, also called Weathertop, searching for any sign of his old friend Strider and the Hobbits. Weathertop is a dangerous place, and the evil Ringwraiths soon detect Gandalf. Five of these foul creatures are near the watchtower at the time, and Gandalf finds himself assailed by some of the deadliest of Sauron's servants. Only his magical powers will be able to save him from such cruel foes.

This Pack's Playing the Game teaches you the rules for casting and resisting magical powers, while the Battle Game allows you to pit the magical abilities of Gandalf the Grey and the Ringwraiths against each other at Weathertop. In the Painting Workshop we look at the techniques you will need to paint the Gandalf miniature supplied in this Pack. Finally, Modelling Workshop shows you how to build a hilltop ruin that can be used to represent Amon-Sûl in your Battle Games.

'Do not take me for some conjurer of cheap tricks!'

GANDALF™

◄ POWERFUL WIZARD
Gandalf the Grey is one of the oldest and most powerful inhabitants of Middle–earth.

Magic and Will

Wizards command mighty spells and words of power, allowing them to blast their foes with arcane sorceries or beguile and confound them so that they cower at their feet. Only the most resolute of heroes has willpower enough to cast or resist these spells.

Magic is everywhere in Middle-earth, yet only a few can master its subtle and powerful ways. The Order of Wizards, of which Saruman was the former head, are amongst these few. Elves, too, by their very nature, are touched with magic. Although not as powerful as Wizards, everything the Elves make takes on an enchanted quality. Here we explain all the rules you need to include magic in your Battle Games. We also explain the Will characteristic, and how it can be used to resist magical manipulations.

Practitioners of Magic

Both the Free Peoples and the Forces of Darkness have Heroes who can call upon magic to aid them in battle. Amongst the Forces of Good, Gandalf the White has the most powerful magical abilities, while the Elves Galadriel, Celeborn and Arwen all display some sorcerous power. The Ringwraiths learned their magic from their master Sauron, while the traitorous Saruman uses his sorcery to create an avalanche, to enslave King Theoden of Rohan, and even to create a new race of Orc – the Fighting Uruk-hai.

▲ SARUMAN THE WHITE

Saruman was the most powerful Wizard in his Order, until Gandalf the White returned, stronger than ever!

MASTERS OF MAGIC

GANDALF THE GREY

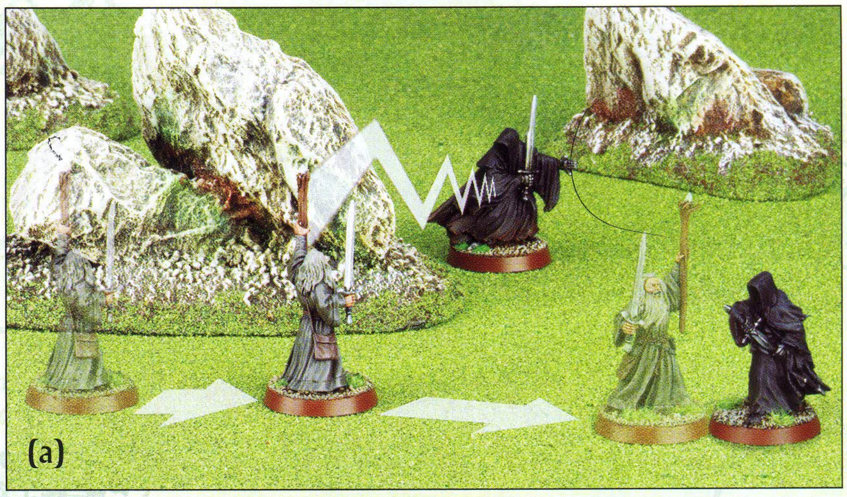
GALADRIEL

THE WITCH KING

SARUMAN THE WHITE

Will

The Will characteristic represents a Hero's strength of mind and ability to employ or resist magical powers. Each time a Hero uses a magical power, reduce the Hero's remaining store of Will by 1 point. Additionally, each time a Hero attempts to resist a magical power directed at him his stock of Will is also reduced. Once a Hero's Will has been used up he is left vulnerable, as he may neither employ nor resist any more magical attacks.

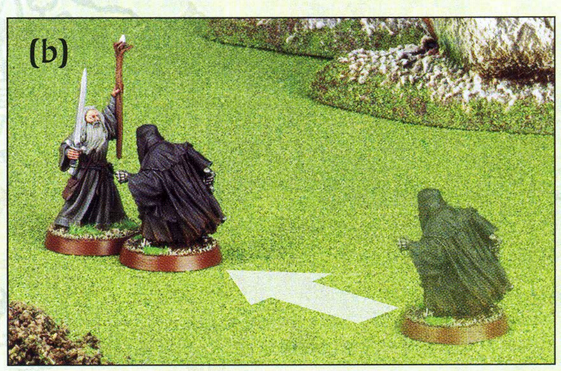


➤ CAST IN THE MOVE PHASE
Gandalf can move until he sees the Wraith, cast his spell at him and then complete his charge into combat.

When to Use Magic

In the Move phase, at any point during the model's movement – before, afterwards, or at any point between – a Hero can attempt to use one of his magical powers (pic a).

- A Hero can only ever use one power in a turn, and he may only make a single attempt to use the power.
- The Hero must be able to see his intended target before he can attempt the spell. In addition, the target must be within the maximum range of the spell.
- A Hero must be free to move in order to use a magical power, so a Hero who is fighting an enemy when it is his turn to move cannot use a magical power (pic b). He may, however, use a magical power against an enemy and then move into combat with that same enemy, for example.



◄ LOCKED IN COMBAT
The evil player wins priority and moves his Wraith into base contact, preventing Gandalf from casting any spells in his Move phase.

Using Magical Powers

When a Hero employs a magical power, the player states which power the Hero is using and nominates how many dice he will roll. The Hero's Will value is immediately reduced by 1 for each dice rolled. The player then rolls all the dice together.

- If the highest-scoring dice equals or beats the value required to use the power, then the Hero has succeeded and the spell takes immediate effect.
- If none of the dice rolled score the minimum value needed, the Hero has failed to use the power – there is no effect. At this point the Hero can expend some of his Might in order to modify the dice roll.

You will notice that the more dice a player uses, the greater his chance of success, but also the greater his Hero's expenditure of Will.

➤ USING MIGHT
Gandalf needs a 4+ to cast his Command spell, so he spends a point of Might to modify one of his dice from a 3 to a 4.

Magical Powers

From the illumination spell that Gandalf casts in Moria to the mighty blasts Saruman hurls in the duel at Orthanc, spells can be both powerful and subtle.

While Wizards may not have the powerful characteristics that are the mark of other Heroes, their true strength lies in their magical powers. There are many spells available to them for use in your Battle Games. Pages 4-7 contain a list of some of the spells that are used by the wise and powerful of Middle-earth. You will notice that some of the Spells on this list have been given two names. The Forces of Good refer to the spell by the first name given, while the Forces of Evil know it by the second.

◄ BATTLE AT KHAZAD-DÛM
Gandalf has to use all his magical prowess when he confronts the mighty Balrog.

Immobilise/Transfix

Range: Any enemy within 28cm/12".
Dice score to use: 3+.

The victim of this spell feels his limbs freeze and a great weariness take hold of his body, making movement difficult and leaving him dangerously exposed in a fight.

- After this spell is cast the victim cannot move any further this turn (although depending on who has priority, the victim may have already completed his move).

- In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat, he will not strike or cause any wounds.

- The victim can still use Might, Will and Fate but cannot make Heroic Actions or cast spells. The effect lasts for the remainder of that turn only, as the victim shrugs off the magical influence at the start of the next turn.

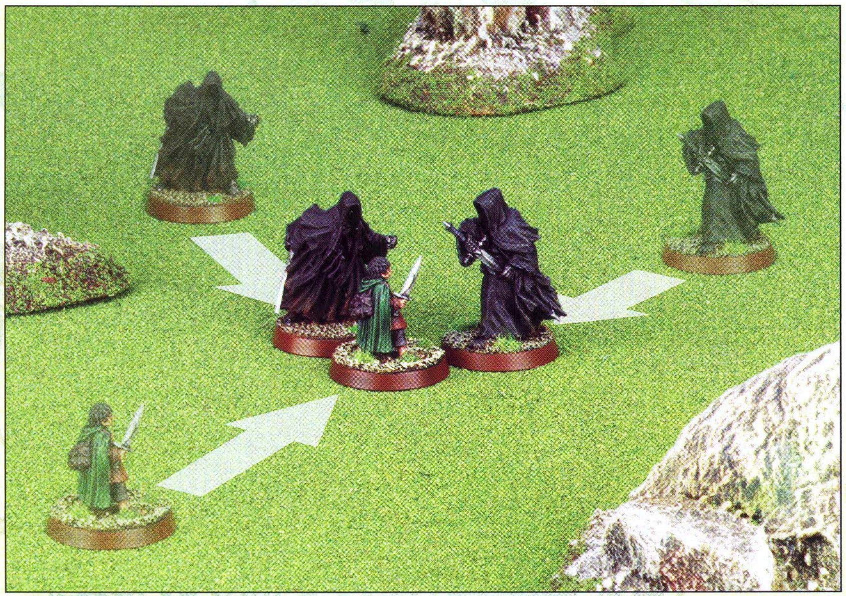
▲ TRANSFIXED!
Even Aragorn gets only one attack against this Ringwraith when he is Transfixed. Additionally his Fight value of 6 is reduced to 1 and he cannot perform a Heroic Combat to help Frodo.

Strengthen Will

Range: Any friendly model within 28cm/12".
Dice score to use: 4+.

This spell infuses the target with renewed willpower and resolve, resurrecting his heroic determination.

- This spell instantly raises the Will of one model within range to its maximum starting value, restoring any and all Will that has been spent so far. However, this magical power cannot be used to restore the caster's own Will.



▲ COMPELLED INTO DANGER

The Wraiths close in on Frodo in their Move phase and then cast Compel to force Frodo to enter into combat with them.

Command / Compel

Range: Any enemy within 28cm / 12"
Dice score to use: 4+.

The victim finds to his horror that his limbs now move against his will, possibly propelling him into a combat that he would rather avoid.

- The casting player can immediately move the target model up to half a move as soon as the power takes effect. This move may take the victim into base contact with an enemy if the casting player so wishes.
- The player can do this even if the model has already moved that turn, but may not move the warrior out of a combat. The model is affected by terrain as usual and will stop at the edge of any fall and move no further.
- A model can be affected by several different Command / Compel spells within the same turn, moving half its usual distance each time.
- Additionally, the victim suffers all the other effects of the Immobilise / Transfix spell, limiting him in combat and preventing him from making Heroic Actions or casting spells.

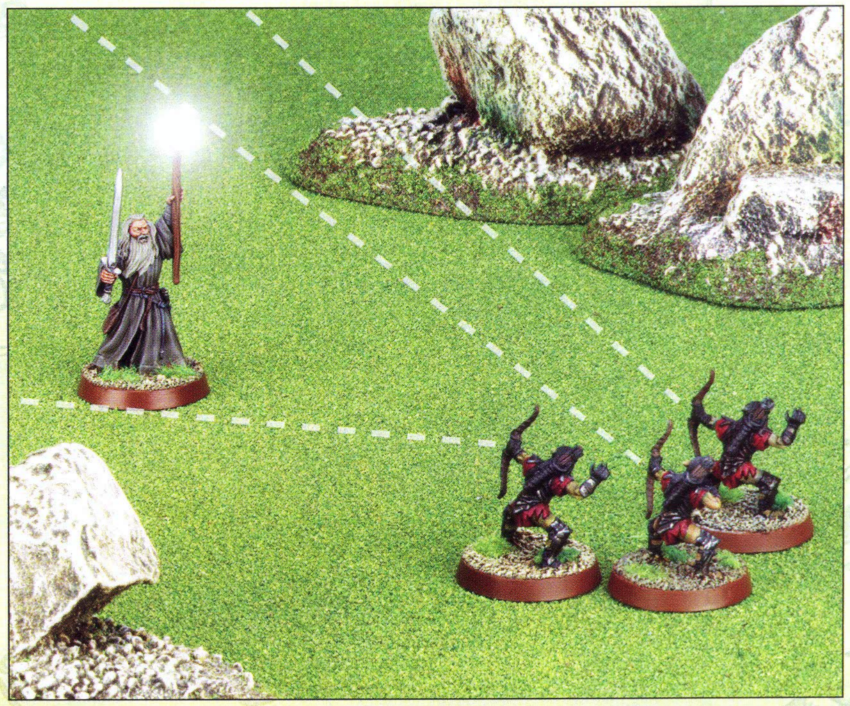
> *'Do not let him speak.*
> *He will put a spell on us!'*
>
> ARAGORN

Cast Light

Dice score to use: 2+.

This power creates a dazzling brightness from the caster's staff, illuminating a wide area.

- If the scenario you are playing uses any special rules for fighting at night or in darkness, then anyone can see clearly within 28cm / 12" of the caster, as if the area were in full daylight.
- Additionally, because of the dazzling brightness of the light, any enemies shooting at the caster, or at any target that is partially obscured by him, will require a roll of 6 to score a hit, instead of the normal Shoot value on their profile.
- This power will last for the remainder of the game once it has been cast, so long as the caster has at least 1 point of Will remaining. Other powers may be cast as usual during this time. If the caster's Will drops to zero for any reason, then the light is extinguished.



▲ BLINDING LIGHT

These Goblins need to roll a 6 in order to hit Gandalf while he has his Light spell cast, instead of the normal 5+ of their Shoot value.

Terrifying Aura

Dice score to use: 2+.

This power surrounds the caster with a terrifying aura and anyone gazing upon him is greeted with a vision of pure power. So terrible is his aspect that enemies retreat in fear from his awesome presence.

- Once the spell is cast, the Hero counts as Terrifying to all enemies. See Pack 10's Courage rules for more about Terrifying creatures.
- This power will last as long as the caster has at least 1 point of Will remaining. Other powers may be cast as normal during this time. As soon as the caster has zero Will left, the Terrifying Aura extinguishes.

▲ A TERRIFYING OPPONENT

Saruman's Terrifying Aura forces these Rohirrim to take a Courage test. As they have failed the test they must flee from his sorcerous power.

Sorcerous Blast

Range: Any enemy within 28cm/12".
Dice score to use: 5+.

Using his arcane power, the caster can hurl a blast of magical force across the battlefield, striking down his enemies.

- Only a single enemy model can be targeted with this spell, and there must be no other models from either side 'in the way' of the caster's view of the target (see Pack 5's Shoot phase rules for more on 'in the way'). However, terrain is ignored as long as the caster can see the target.
- If the power is employed successfully, the target model counts as having been struck one blow at a Strength value of 8, and if it survives it is knocked to the ground.

Sap Will

Range: Any enemy within 28cm/12".
Dice score to use: 4+.

This spell can rob a victim of his willpower, creating despair deep within him.

- When this power takes effect, the victim's Will value is instantly reduced to zero. The effect lasts for the remainder of the battle – although it can later be increased by the Strengthen Will magical power.

Drain Courage

Range: Any enemy within 28cm/12".
Dice score to use: 2+.

Fear slowly seeps into the victim's soul, eating away at his resolve and bravery.

- The victim loses 1 point of Courage from his characteristic profile. This penalty is potent enough to apply for the rest of the battle.
- This ability can take effect several times on the same target – each time reducing the model's Courage value by a further 1.

◄ ROBBED OF HIS COURAGE

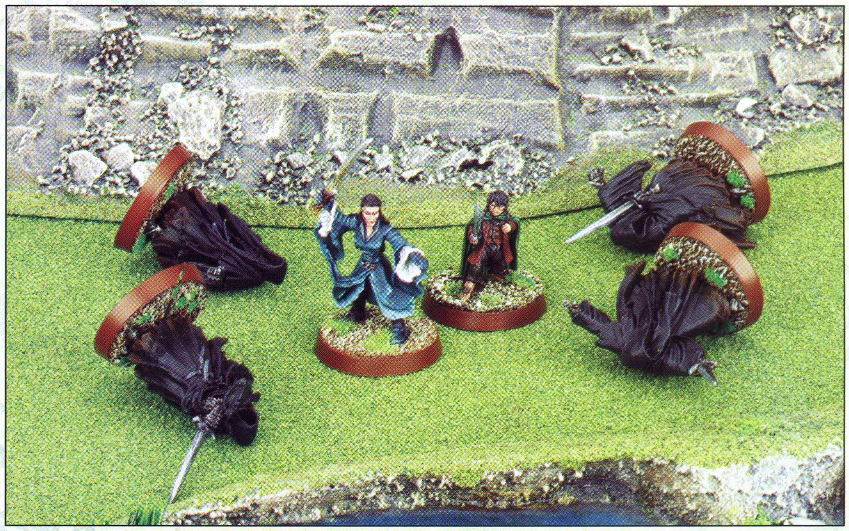
Aragorn has been the unfortunate victim of several Drain Courage spells and now has a Courage value of only 2. This means he fails his Courage test to charge the Ringwraiths.

Strike Down

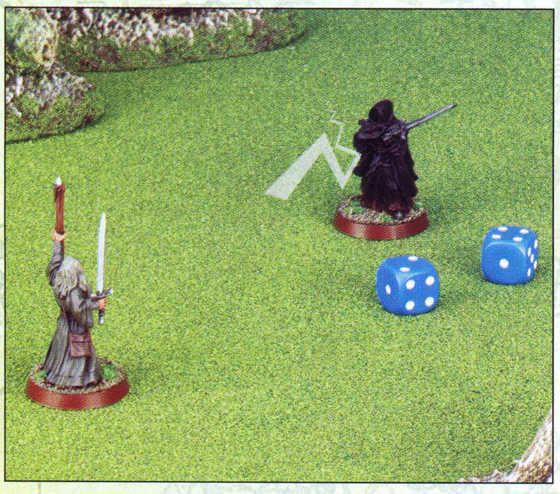
Range: all enemy models within 14cm/6".
Dice score to use: 4+.

This power rouses the forces of nature, sending the caster's enemies reeling from the magical onslaught.

- Only one of the affected enemies can attempt to resist this power. If he is successful then he and all of the other enemies will remain unaffected.
- If the power is successfully cast, then all enemies within 14cm/6" of the caster are immediately knocked to the ground.



▲ FORCE OF NATURE
Arwen's Strike Down knocks enemy models to the ground, leaving friendly models standing.



▲ MAGICAL RESISTANCE
Attempting to resist Gandalf's Command spell, the Ringwraith spends two points of Will. With a roll of 4 he successfully resists the magic.

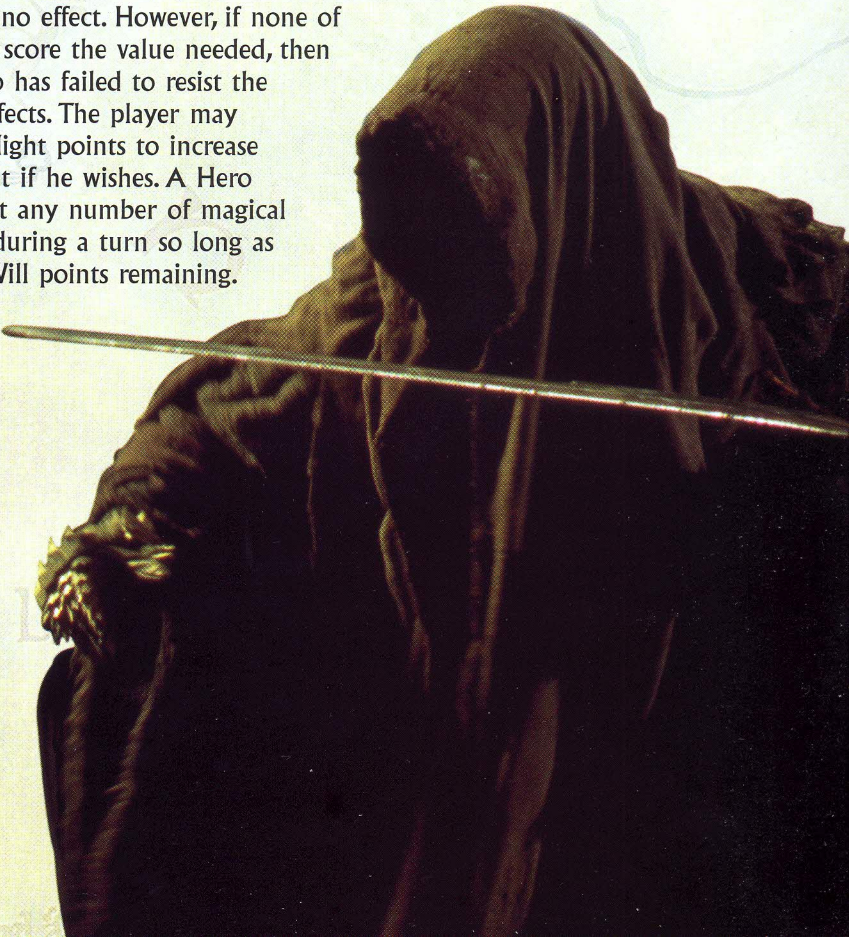
Resisting Magic

Heroes can resist magical influences with supreme acts of willpower. If he is the victim of a magical power, a Hero can try to resist by rolling one or more dice. This is called 'magical resistance'.

The player declares how many dice he will roll for that Hero and immediately reduces his Will value by 1 for each dice rolled. The player rolls all the dice together and picks out the highest score. If his highest scoring dice equals or beats the highest scoring dice that the attacker rolled to cast, then the power is resisted and has no effect. However, if none of the dice score the value needed, then the Hero has failed to resist the spell's effects. The player may spend Might points to increase the result if he wishes. A Hero can resist any number of magical powers during a turn so long as he has Will points remaining.

RESISTANT TO MAGIC

Hobbits are naturally resistant to the effects of magic and the influences of others. If a Hobbit attempts to resist a magical power with his Will and fails to roll the required score, then he can re-roll the dice. This gives a second chance of success – but note that only one re-roll is allowed – you cannot re-roll a re-roll. The Hobbit player must accept the result of the second roll, even if it is worse.



Clash of Wills

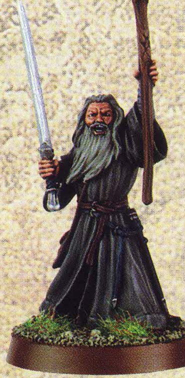
In this battle we look at what might have happened if Gandalf, after his daring escape from Saruman, had rushed to Weathertop in order to meet up with Strider and the Hobbits. Once there, however, he finds the Nazgûl, lurking, ready in the darkness.

This scenario sees Gandalf the Grey pitted against the fearsome Ringwraiths in a battle of magical might. Upon discovering the treachery of Saruman, Gandalf realises that Frodo is now in dire peril. Escaping from the evil Wizard's clutches, Gandalf decides to make for Weathertop, knowing that Strider will lead the Hobbits there. Once at the ancient ruins of Amon Sûl, Gandalf senses the chill presence of five of the Nazgûl. Weakened from his struggle with Saruman, Gandalf hasn't the power to defeat all five in open combat. He attempts instead to lead the Wraiths away from Weathertop so that The Ring may pass by, unseen by the watchful Eye of Sauron. 'What if' games like this one are a great way to continue the action of your Battle Games beyond the events of the films.

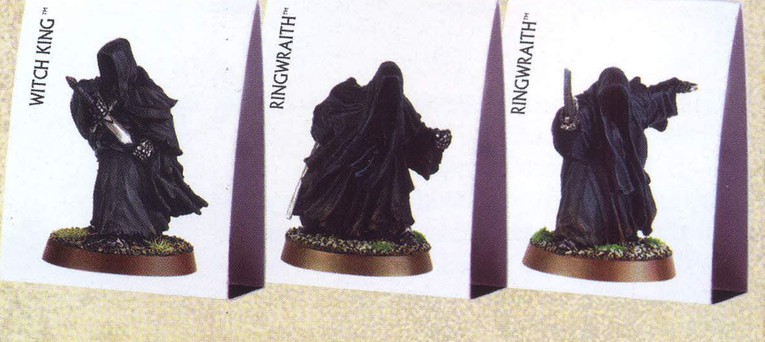
➤ RADIANT LIGHT
Gandalf stands firm while the evil Nazgûl advance.

THE COMBATANTS

A metal miniature of Gandalf the Grey is included as part of this *Battle Games in Middle-earth* Pack. Use the card figures of the Witch King and the four other Ringwraiths supplied with Pack 3. See this Pack's Painting Workshop for advice on painting your Gandalf model.



▲ GANDALF THE GREY
A mighty Wizard dedicated to Good.



▲ THE NAZGÛL
Sauron's deadly captains.

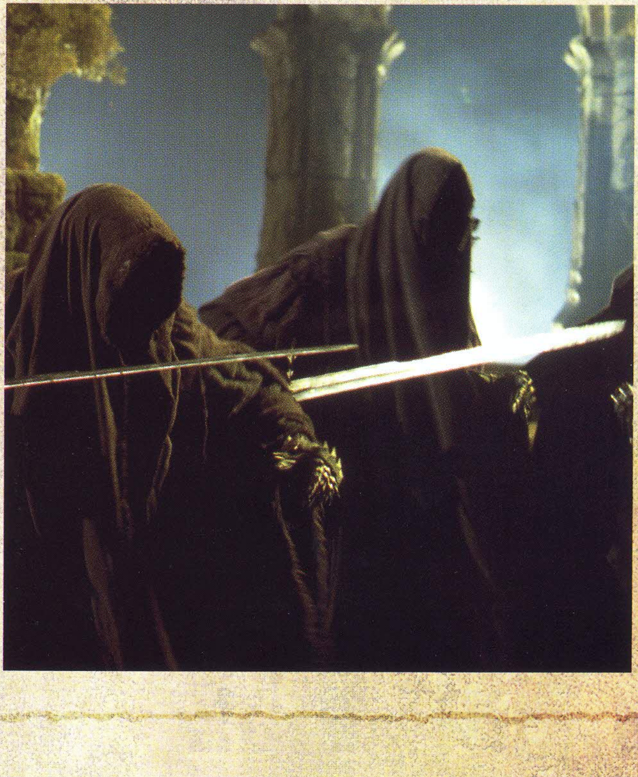
CHARACTER PROFILES

Gandalf™

Of the Order of Wizards, Gandalf the Grey is second only to Saruman the White in power. It is he who discovers the One Ring hidden in the Shire, and urges Frodo to take it to Rivendell. While seeking consultation with the traitorous head of his Order, Gandalf is trapped in the Tower of Orthanc, powerless to help the Ringbearer. Refusing to side with Saruman against the Free Peoples, Gandalf calls on Gwaihir, Lord of the Eagles, to rescue him in a daring escape from the pinnacle of Orthanc. Knowing that time is running out, Gandalf speeds back to Frodo.

Ringwraiths™

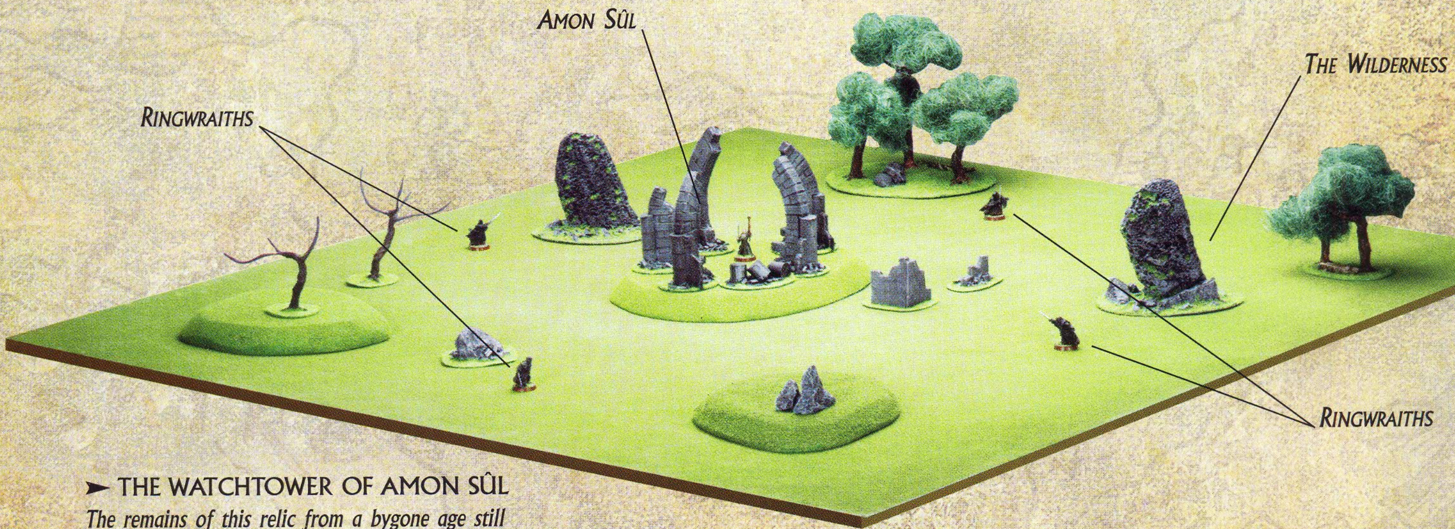
All nine Nazgûl were sent in search of The Ring. Once they learnt it had left the Shire, five of them mounted an ambush at Weathertop, while the others made for the Ford of Bruinen. The Nazgûl are the most deadly of all of Sauron's captains, and the most dangerous of the Nine is the Witch King, the leader of The Ringwraiths. Like the others he is cloaked and armoured, and has no physical body – only a shadow-like existence held together by the force of his iron will.



The Battlefield

This scenario can be played on any board about 120cm/4′ by 120cm/4′. Place a large hill in the centre of the board; this represents the hill that the ruins of Amon Sûl stand upon. If you have made some sections of ruined watchtower from this Pack's Modelling Workshop, place them on the top of the hill to represent the remains of Weathertop.

During this battle the hill and its ruins count as difficult terrain, as described in Pack 6. Place other pieces of terrain from your collection around the board. Remember that Weathertop is located in a desolate wilderness, so buildings, walls and fences will seem out of place. Rocks, trees, hedges and other hills will look more appropriate.



➤ THE WATCHTOWER OF AMON SÛL
The remains of this relic from a bygone age still stand in the wilderness between Bree and Rivendell.

Starting Positions

Gandalf is placed in the centre of Weathertop's ruins. Four Ringwraiths are positioned at evenly spaced intervals around Gandalf, 42cm/18″ away from him. The Witch King isn't placed on the board straight away. He is lurking further away and arrives on the battlefield later in the game. In the second turn, at the start of the Evil player's Move phase, the Witch King will enter the game. He may make his full Move starting from any table edge.

➤ AT THE SUMMIT
Gandalf is positioned on the hill, in the centre of the ruins.

◄ ENTER THE WITCH KING
The Evil player moves the Witch King 14cm/6″ onto the board, from any point along any table edge.

BASE PROFILES

NB. All characters are assumed to have hand weapons, unless specifically stated otherwise.
*Note that these are not Gandalf's usual Might and Fate values – see the Weakened Special Rule, below.

	F	S	D	A	W	C	Move	M	W	F
Gandalf	5/-	4	5	1	3	7	14cm/6"	2*	6	2*
Witch King	5/-	4	8	1	1	6	14cm/6"	0	10	0
Ringwraiths	5/-	4	8	1	1	6	14cm/6"	0	7	0

Gandalf the Grey

Wargear: Glamdring (hand weapon), Staff of Power (counts as a two-handed weapon in combat).

Special Rules

Weakened:* Gandalf has exhausted himself escaping from Orthanc and reaches Weathertop weak from his ordeal. To represent this, Gandalf has 1 less point of Might and Fate than usual.

Staff of Power: Gandalf's staff is not only a symbol of his authority but also a potent talisman. To represent the staff's power, Gandalf can spend 1 point of Will each turn without reducing his own Will score.

Magical Powers

Gandalf has the following magical powers in this battle: *Sorcerous Blast, Immobilise, Command, Terrifying Aura.*
See this Pack's Playing the Game for a complete explanation of each power.

WINNING THE GAME

To win this game, Gandalf must flee off the table, leading the Ringwraiths away from Weathertop and the approaching Ringbearer. The Ringwraiths must simply kill Gandalf before he leaves the table edge. If they do, they will be waiting to ambush Frodo when he arrives in the area.

The Witch King and the Ringwraiths

Wargear: Hand weapons.

Special Rules

Terror: The Ringwraiths count as Terrifying enemies, as described in Pack 10's Playing the Game.

Will: Ringwraiths maintain their corporeal form only through exercising considerable Will. The further they are from Sauron, the weaker the bond between them, and the lower their Will value. Therefore:

- A Ringwraith must spend 1 point of Will at the end of the Fight phase if it has been in a fight. Note that Ringwraiths touching an enemy must fight – as all models must – they cannot choose not to fight.
- Once a Wraith suffers 1 Wound or has no Will remaining it is banished. Ringwraiths cannot be destroyed completely in this way – their spirits slowly regenerate, but, as this takes several days, they are removed as casualties.

Magical Powers

In this battle the Ringwraiths have the following magical powers: *Transfix, Compel, Drain Courage, Sap Will.*
See this Pack's Playing the Game for full details of how each power works during battle.

Fighting the Battle

It's likely you will be familiar with the turn sequence of Priority, Move, Shoot and Fight by now. So instead of running through a complete explanation of each phase, we'll simply highlight a few points to look out for during the game.

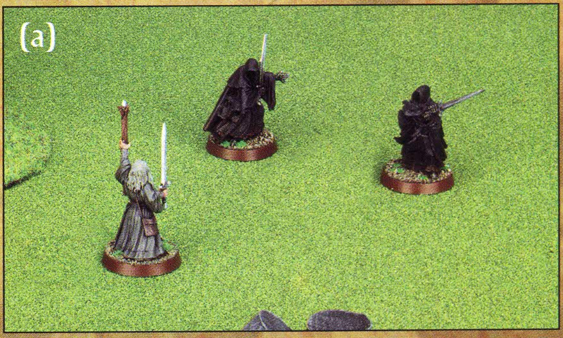
- Models may only make a half-move through the ruins of Weathertop, as it is difficult terrain.
- As none of the models in this scenario have missile weapons you can omit the Shoot phase entirely.
- Gandalf is armed with two different weapons – a sword (hand weapon) and his staff (two-handed weapon).

At the start of each combat the Good player must declare which weapon he is using. Remember that when using the Staff of Power, Gandalf's roll to win the fight is adjusted by -1, and his roll to wound by +1, since the staff counts as a two-handed weapon.

With the inclusion of the Magic and Will rules in this Pack's Playing the Game you now have all the basic rules you need to play most Battle Games. Gandalf will need all his magical powers in order to survive against the Ringwraiths, so this battle is an excellent opportunity to try these rules out.

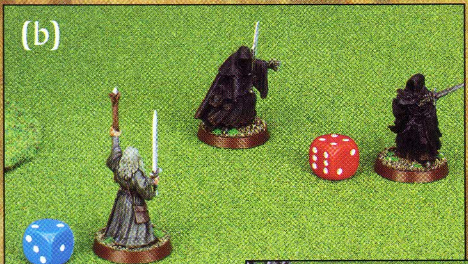
GANDALF'S TACTICS

Unlike the Ringwraiths, Gandalf has Might points, allowing him to make Heroic Actions. This is useful for Gandalf during the Move phase if he has lost priority. Making a Heroic Move will allow him to move and cast his spells before the Wraiths can cast theirs. This advantage can keep Gandalf away from combat with the Nazgûl (pic a and b). Gandalf has just 2 points of Might though, so use them only if you need to. Gandalf can use the Command or Immobilise spell, to prevent a Ringwraith from moving and casting spells (pics c and d). A more aggressive tactic is to use Sorcerous Blast against the Wraiths. The Nazgûl will have to spend their precious Will to resist this spell, so, even if it does not kill, it will still weaken them.



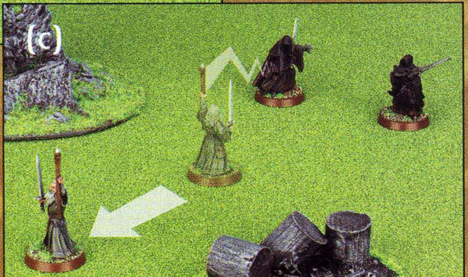
➤ STAND OFF

If they move first, the Ringwraiths will be able to charge Gandalf and prevent him from casting any spells.



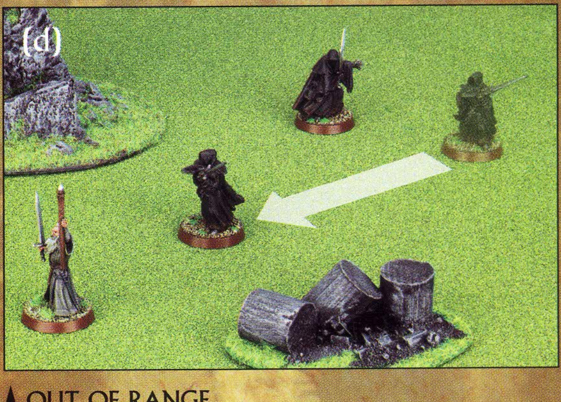
➤ SEIZING THE INITIATIVE

Gandalf loses the roll for Priority, and so spends a point of his Might and declares a Heroic Move.



➤ MAGICAL ATTACK

Gandalf successfully casts Immobilise on the closest Ringwraith and moves away.



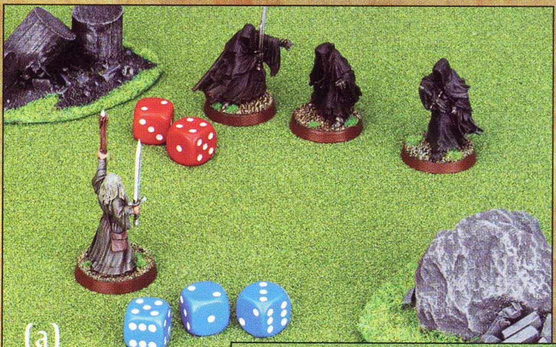
➤ OUT OF RANGE

One Ringwraith is Immobilised, and since Gandalf moved first, the second Wraith is unable to reach him in combat.

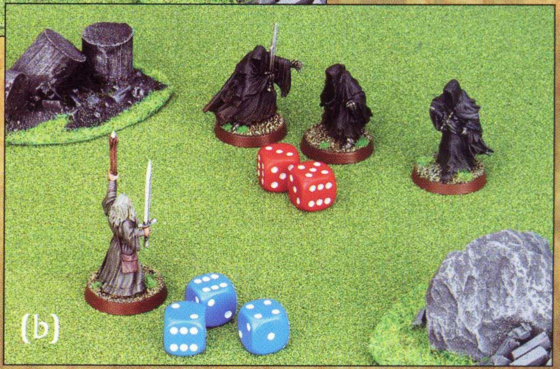
RINGWRAITHS' TACTICS

Gandalf can hold his own against a single Ringwraith, so try to get as many of them to attack him as possible. If enough of the Ringwraiths are able to close in then they can combine their powers in a sustained magical assault. With only a limited number of Will points, Gandalf cannot resist all of the Ringwraiths' spells forever (pics a and b). Once he has exhausted all his Will he is vulnerable to Transfix and Compel spells (pic c), and if he is the victim of either spell, Gandalf's Fight value becomes 1, which means it is more likely that the Wraiths will win the battle. With three or more models it is also possible to trap Gandalf in combat and roll twice as many dice to wound as usual (pic d).

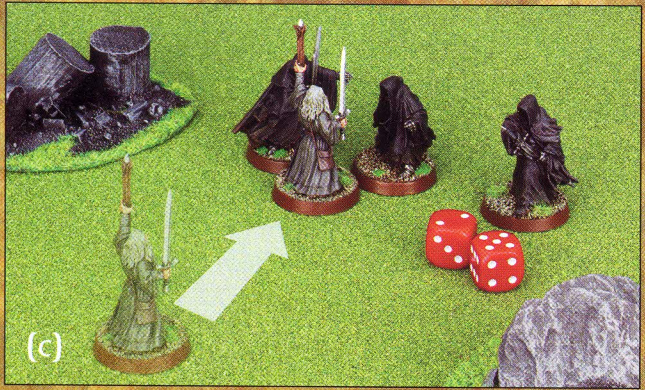
NB. Remember that the Ringwraiths lose a point of Will after each combat, win or lose. This means that they cannot afford to be in a prolonged combat because eventually they will fade.



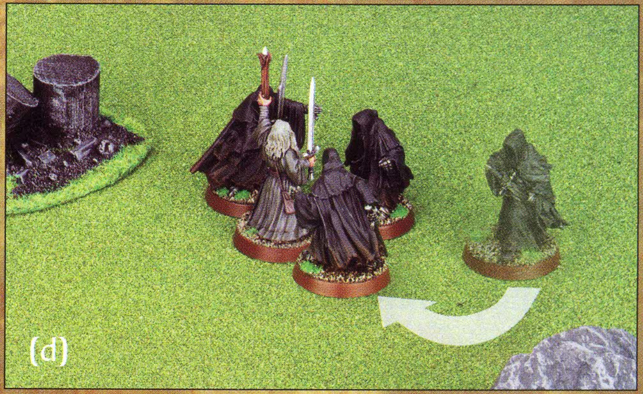
◄ EVIL ATTACK
Gandalf uses three points of Will and is able to resist the first attempt to Compel him.



► SUSTAINED ASSAULT
He successfully resists the second attempt too, but has now used up all his remaining Will.



▲ COMPELLED INTO COMBAT
With no Will left, Gandalf cannot stop the third attempt, so the Evil player moves him into combat with two of the Ringwraiths.



▲ TRAPPED IN COMBAT
The third Ringwraith now finishes his movement, trapping Gandalf. If the Wraiths win the ensuing combat they will get six dice to wound the Wizard instead of only three.

NEXT PACK...

In Pack 13 there will be more magical mayhem in a special Wizard's Duel Battle Game. Gandalf the Grey and Saruman the White clash in the Tower of Orthanc – only the power of their sorcery will decide the victor!

Gandalf the Grey™

A mighty Wizard of Middle-earth, Gandalf's old and wizened appearance belies the power within. Here we look at the simple techniques needed to paint this Pack's miniature, to achieve Gandalf's world-weary and weatherworn look.

Mighty Wizard

Gandalf is a key figure in *The Lord of The Rings*, and the miniature included in this Pack is dynamic and highly detailed to reflect this. However, you will find that the model is surprisingly easy to paint using mainly the basic techniques you have already learned from previous Packs. You will need black, white, brown, flesh, green and silver acrylic paints. These paints were provided in the first three Packs of *Battle Games in Middle-earth*, but if you are running low, additional paints can be ordered from the Games Workshop website (www.games-workshop.com).

◄ THE WIZARD'S POWER
Gandalf reveals his true might when facing the terrifying Balrog.

PAINTING ESSENTIALS

YOU WILL NEED

- CRAFT KNIFE
- SUPERGLUE AND PVA GLUE
- PAINTBRUSHES
- A SMALL POT OF CLEAN, COLD WATER
- KITCHEN ROLL OR TISSUES
- A MIXING TRAY
- BLACK, WHITE, BROWN, FLESH, SILVER AND GREEN ACRYLIC PAINTS

Assembling Your Model

Before you glue together your model, carefully use a craft knife to remove any bits of flash. This is a multi-part metal model, so it is worth making sure the parts fit together properly before trying to glue them. Fit the arm to the body to see if there is any flash in the way of the join. If there is, carefully trim this off with a craft knife before you continue. Once this is done, you can glue the sword arm to the main body using superglue. Undercoat the model with black paint or spray, and you are ready to begin painting.

► *Sticking the model together with superglue.*

Painting Your Miniature

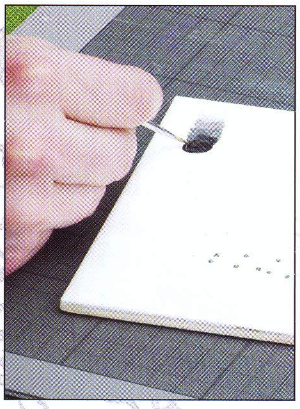
1 The Robes

Gandalf's robes make up the largest surface area on the model, and they are relatively easy to paint. First mix up a very dark grey colour by adding a spot of white paint to black. Thin it down a little and paint it over the whole robe area.

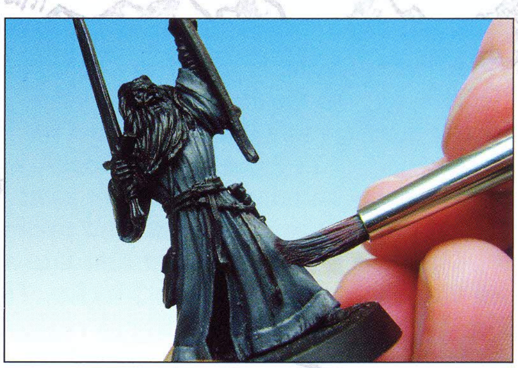
Once this has dried, mix up a lighter grey using equal parts of black and white paint. Dry-brush this mix over the robes just as you did for Boromir's coat in the last pack.

To make the creases of the robes really stand out, it is worth using several stages of dry-brushing to create a more gradual and natural highlight. Once your first dry-brush has dried, make a slightly paler grey colour by adding a touch more white. Wipe off more of the paint than before so that the dry-brush is even lighter, and apply it to the model. Repeat this process until you have a natural-looking result that you are happy with. About three stages will probably be enough for this model. Avoid making your grey mix too pale, as the finished result could look a little chalky.

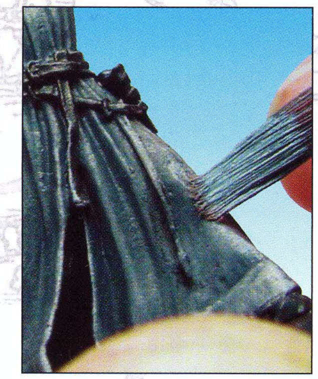
The sleeves of Gandalf's inner robe can also be dry-brushed, but use a much lighter grey mixture for this.



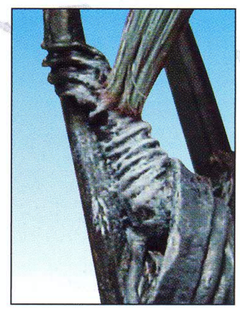
◄ *Mix a very dark grey for Gandalf's robes.*



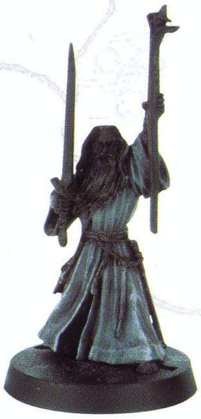
▲ *Dry-brush the robes with a slightly paler grey.*



▲ *Build up your highlights in increasingly lighter stages.*



▲ *Using a pale grey mix, dry-brush the sleeves of the inner robe.*

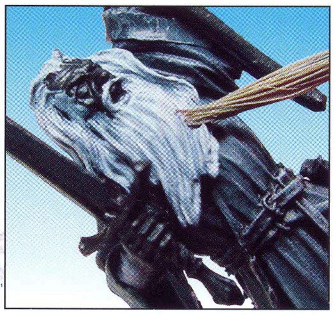


▲ *Gandalf with all his robes painted.*

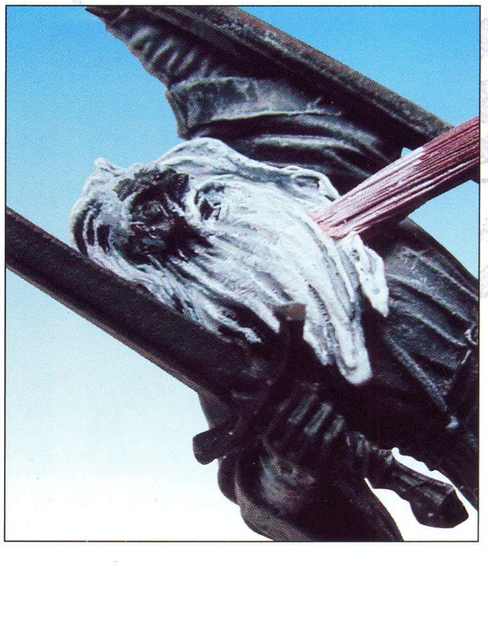
2 The Hair and Beard

Gandalf's hair and beard are first painted with a pale grey tone, mixed up from black and white paint.

Once this has dried, use pure white paint to dry-brush over the pale grey areas. It is advisable to use a small brush for this, and carefully draw it across the hair and beard, so as to avoid getting any white paint on the robes that you have already painted. If your hand does slip, then mix up some more dark grey and tidy up the robes before moving on to painting the face and hands in the next stage.



▲ *Paint Gandalf's beard with a basecoat of light grey.*



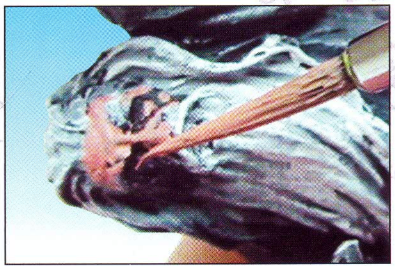
► *Gandalf's distinctive white hair is achieved by using a pure white dry-brush.*

3 The Face and Hands

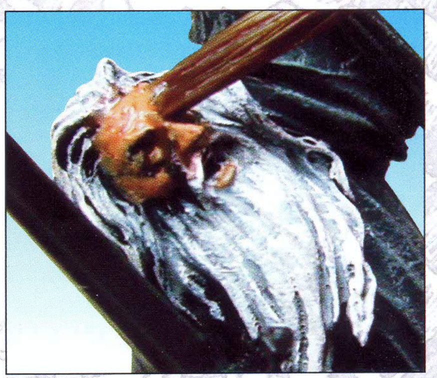
Gandalf's face and hands are first painted with flesh as usual. Leave black lines of undercoat showing through for the eyes, mouth, eyebrows and between the fingers.

Once the flesh paint is totally dry, paint a brown wash over Gandalf's face and hands in exactly the same way that you shaded the Elf armour in Pack 2's Painting Workshop. A wash is achieved by watering down brown paint until it is the consistency of ink, and painting it over the flesh areas, so that it runs into all the lines and dips of the model's surface. This provides shading, and looks especially effective on Gandalf because it accentuates the lines of his aged face.

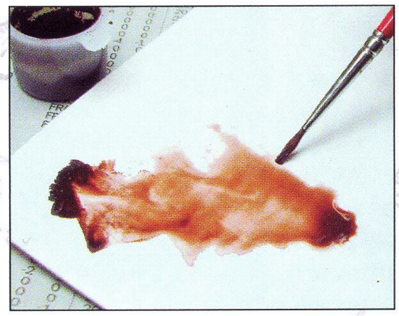
To finish off Gandalf's face, put a small amount of white paint onto your brush, and wipe off the excess just as you would for a dry-brush. Carefully draw the white paint across the eyebrows, leaving a fine line of black around the edges.



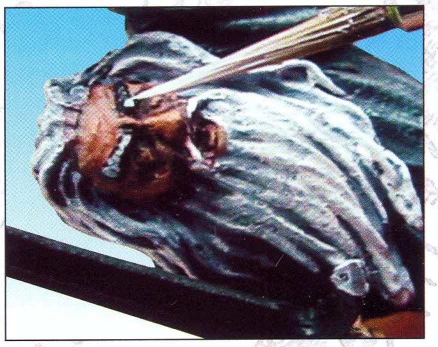
Black lining looks especially effective on Gandalf's aged face.



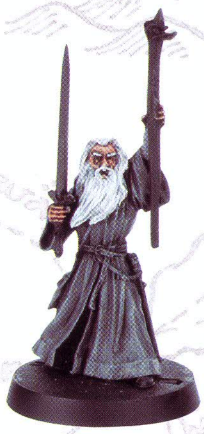
Allow the wash to run into dips and crevices, but be careful not to flood the model.



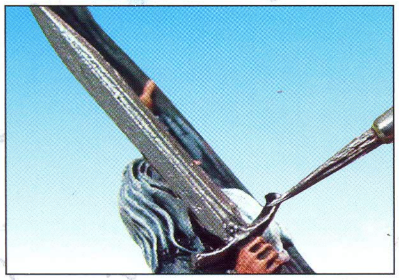
Use plenty of water to make your brown paint almost translucent.



Picking out the eyebrows can really bring the face to life.



Gandalf at the end of Step 3.

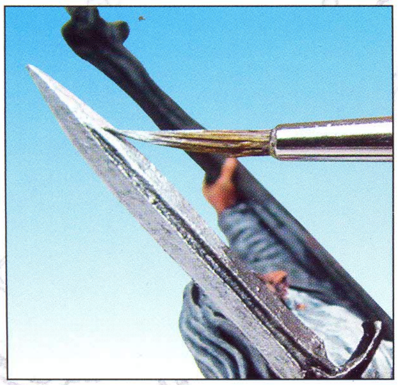


Paint Gandalf's sword, Glamdring, with a neat basecoat of dark metal.

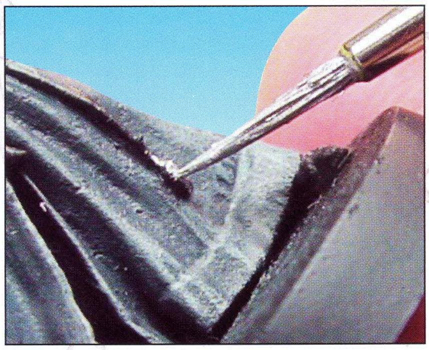
4 The Metal Areas

Gandalf's sword, Glamdring, is an ancient and unique weapon, and benefits from a neat paint job to make it look gleaming and sharp. First, paint the sword, including the hilt, with a mix of black and silver paint. Once this is dry, use a silver edging technique similar to how you painted the Uruk-hai weapons and armour in Pack 4. This time, however, paint the whole blade silver, leaving only the narrow recess in the centre dark.

Using a small brush, paint the buckles and decoration of Gandalf's scabbard and belt with silver paint.



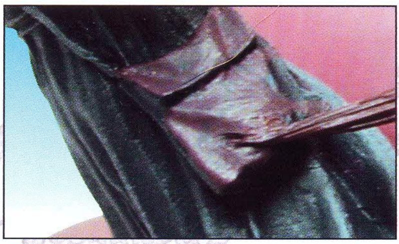
Glamdring benefits from a bright silver finish.



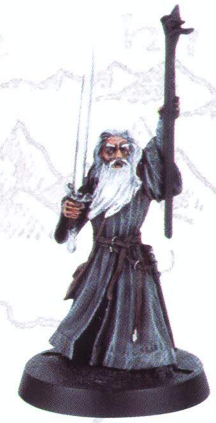
Picking out the silver decoration adds further interest and detail to the model.

5 Painting the Leather

First of all, the belt, straps, boots and knapsack can all be painted brown. If you want to be able to distinguish between the different areas of leather, then paint the knapsack with a lighter colour mixed from brown and flesh paint. Use the black lining technique to make the flap of the knapsack stand out.



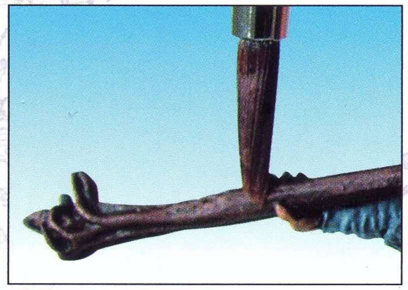
▲ *Gandalf's knapsack looks much more realistic when the black lining technique is used.*



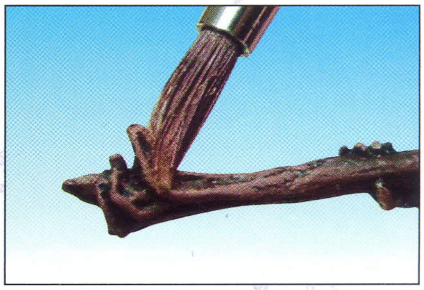
➤ *At the end of Step 5, only the staff remains to be painted.*

6 The Staff of Power

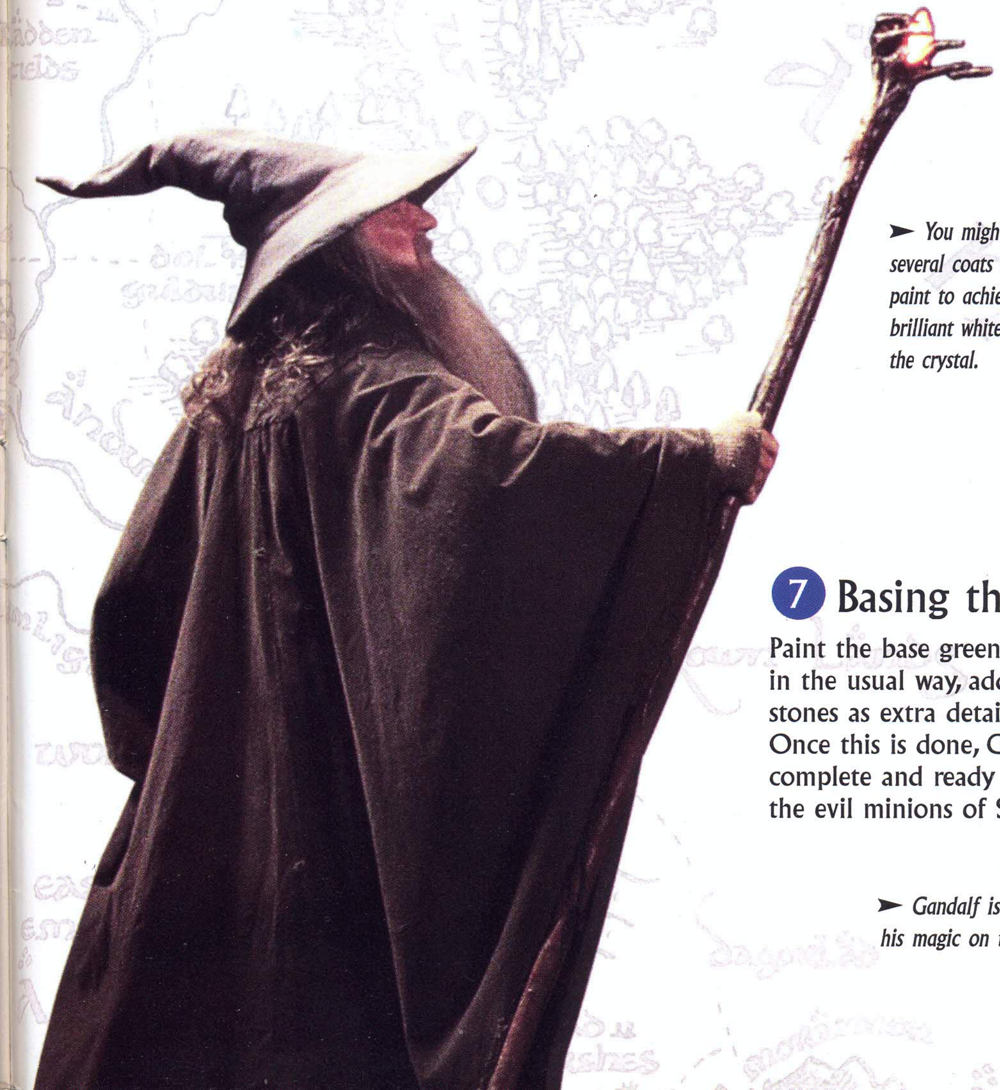
Gandalf's staff is more than just a walking-stick – it is a potent magical talisman and Gandalf's badge of office. Begin by painting the staff with brown paint. When this is dry, dry-brush the staff with a mix of brown and flesh paint. You could even try a second, lighter stage of dry-brushing, as you did for the robe. Apply this second stage just to the more detailed top of the staff. To finish off the staff, paint the crystal with pure white paint, to represent the magical light conjured by Gandalf.

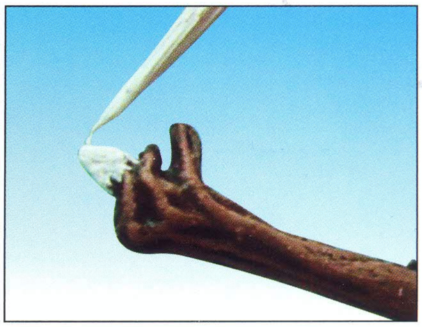


▲ *Adding flesh paint to brown makes a much more natural, warm highlight than white.*



▲ *A second dry-brush to the top of the staff will add further realism.*

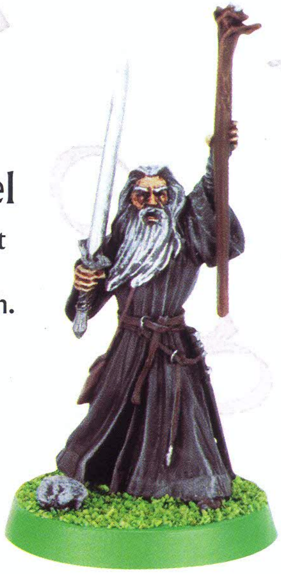




➤ *You might need several coats of white paint to achieve a brilliant white finish on the crystal.*

7 Basing the Model

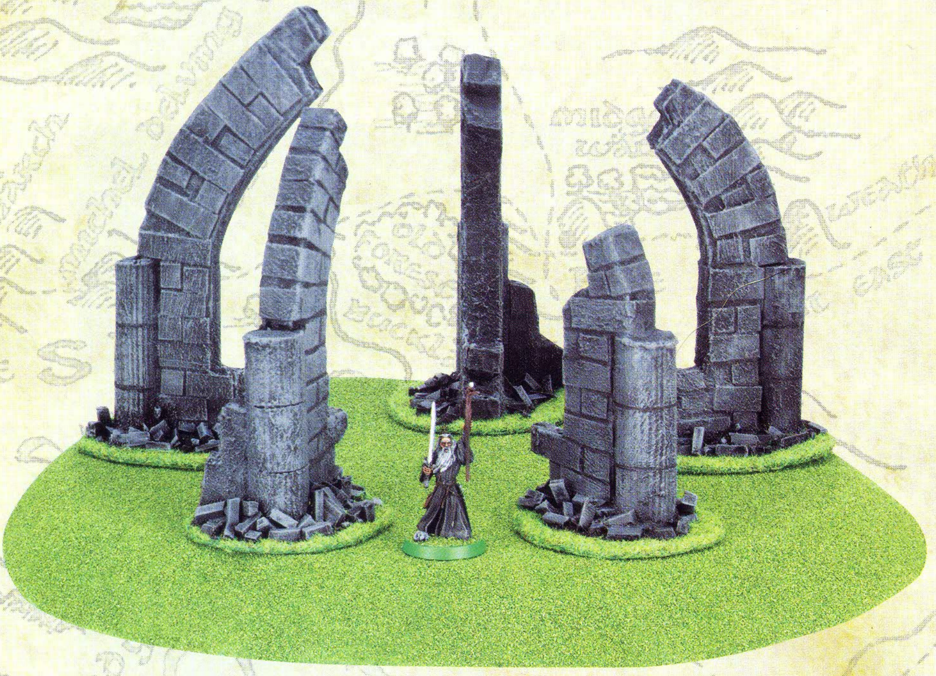
Paint the base green and flock it in the usual way, adding small stones as extra detail if you wish. Once this is done, Gandalf is complete and ready to battle the evil minions of Sauron.



➤ *Gandalf is ready to wield his magic on the battlefield.*

A Hilltop Ruin

The ancient landscape of Middle–earth is dotted with ruins and watchtowers from the Second Age. Here we show you how to make a simple but effective hilltop ruin to represent an imposing ancient landmark.



This Pack's Modelling Workshop shows you the straightforward techniques needed to make a hilltop ruin. Although these ruins are used to represent Weathertop in the Battle Game (pg 8-13), they can also be used to represent any ruined watchtower or crumbling ancient structures in your games. Middle-earth is a vast place, and many of these weatherworn towers are dotted about the landscape, serving as a grim reminder of the war-torn Second Age.

The hilltop ruin draws on all the basic techniques you have learned in previous Packs, and also allows you to experiment by adding realistic finishing touches to your terrain piece.

You Will Need

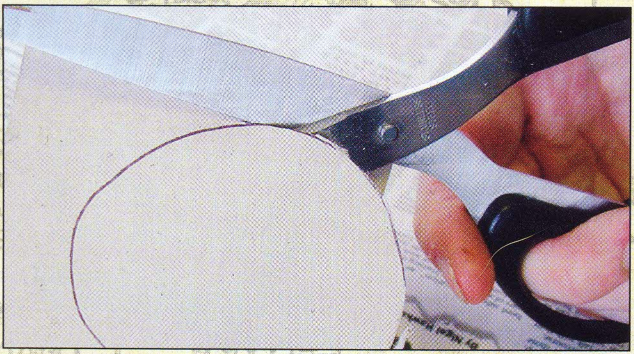
- Corrugated packing card
- Thin cardboard
- Ready-mixed or powdered plaster filler
- Dowelling or tube
- Junior hacksaw
- Black, white and green acrylic paints
- Superglue
- PVA glue
- Large paintbrush
- Sprue rubble and modelling sand
- Static grass
- A craft knife, cutting mat and steel rule
- Scissors
- Masking tape

All available from your local DIY or Hobby store

1 The Hill

Making a basic hill was covered in Pack 4's Modelling Workshop. You can either use the same hill as the basis of your ruin, or build a new one using the same techniques. We decided to make a new hill because the original one was a little small for our purposes. The new hill measures approximately 25cm/10" in diameter, although the exact dimensions are not too important.

▲ *The hill is made in exactly the same way as in Pack 4's Modelling Workshop.*



➤ *Cut your bases out of card with a pair of sharp scissors.*

2 The Bases

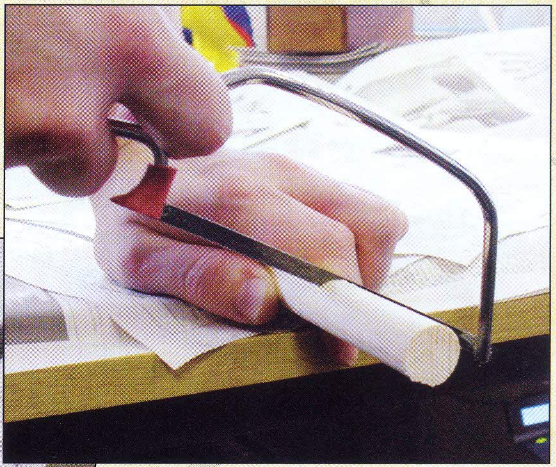
The columns that form your ruins can be mounted on individual bases, so that you can move them around into any formation you require. The bases are made in the usual way from thin cardboard. We used circular bases of around 5cm/2" in diameter, but again the exact measurements are not crucial. Make at least five bases like this before moving on to making the columns in Step 3.

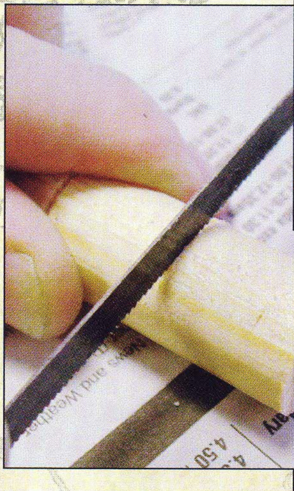
3 The Columns

The columns are cylindrical struts measuring 6cm/2½" - 8cm/3" long, and about 20mm/1" in diameter. You will need to make five columns, one per base. Don't worry too much about the exact width, as long as they are all the same length. There are a number of materials you can use to make the columns, such as wooden dowelling (either hardwood from DIY stores, or balsa wood from hobby stores), plastic piping from DIY and household stores, or even the cardboard tubes that some confectionary is packaged in. We used 20mm/1" wooden dowelling, because it is very durable and easy to find, but any of the materials listed will give equally good results.

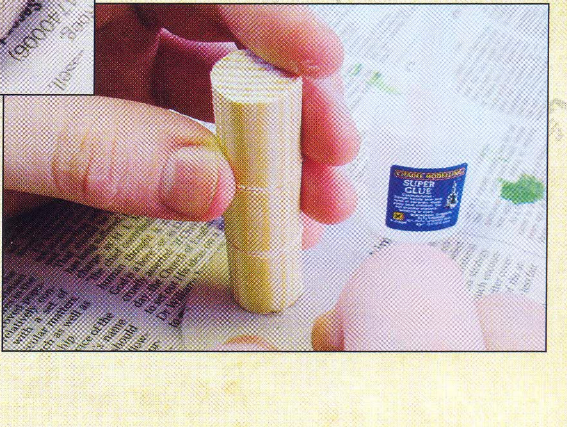
Once selected, cut your material to the required height (you will need a small saw, such as a junior hacksaw, for wooden dowelling). If you are using wood for your columns, then you can give the impression of individual stone blocks by cutting narrow grooves all around them with the saw. Glue the column to the base with superglue and allow it time to dry.

➤ *Depending on the material you have chosen, you will need to use either a craft knife or a junior hacksaw to cut your columns to size.*





◄ *Cutting grooves in the column makes it look like a pillar of stacked stone blocks.*

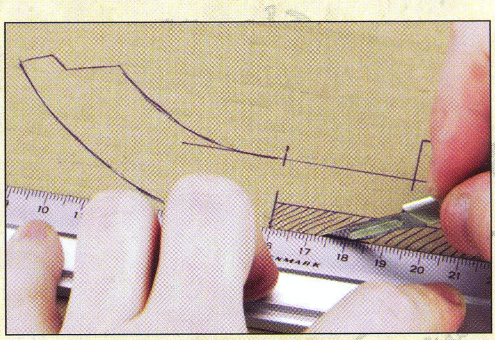


➤ *Superglue will give the column an instant, strong bond to the base.*

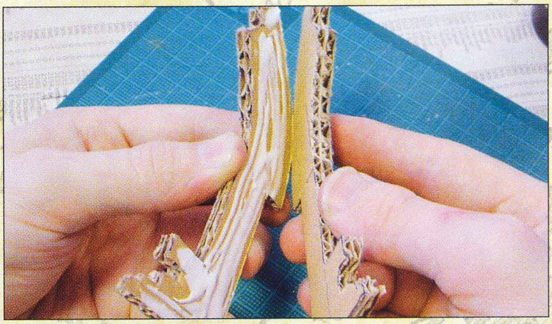
4 The Arches

The arches are made from corrugated packing card. Mark out a straight section at least as high as your columns and about 25mm/1" wide. From the top of this section, extend a rough curve, trying to keep the lines parallel, so that you end up with a shape like the one shown right. The arch will need to butt closely against the column, so cut away a recess that the column will fit snugly into. Mark out a rectangle into the outside edge of your arch as shown. It should be as high as your column, but no more than half as wide (if your columns are 20mm/1" in diameter, then this rectangle should only be 10mm/1/2" wide). We have also added a low 'ledge' on the inside curve of the arches. Cut out the completed arch shape with a craft knife.

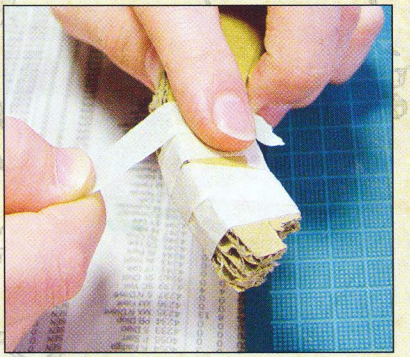
Each arch will be made of two pieces of card glued together for extra strength. Draw around your finished arch shape and cut out more pieces. If you have five columns, then you will need ten of these arches in total. You might like some of the arches to be different sizes, as though they are in different stages of ruination. This is a good idea, as long as you ensure that you have five matching pairs. Glue the pairs together with PVA glue to make five single arches.



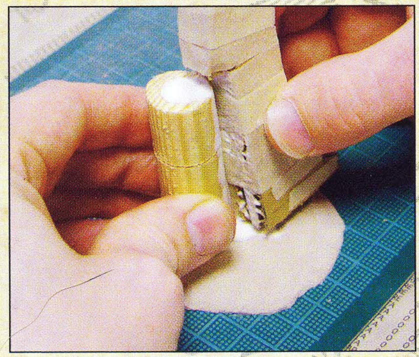
◄ At this stage you should decide how big the arch will be.



► Use PVA glue to stick the pairs together.



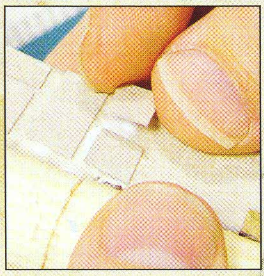
▲ Masking tape is very useful for covering the holes in corrugated card.



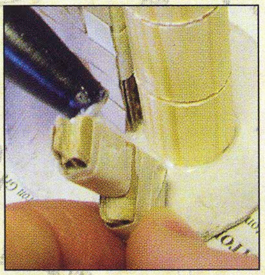
▲ The column and arch are stuck together with PVA glue.

5 Filling the Gaps

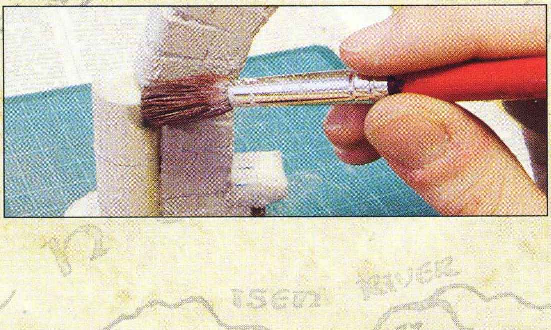
Before sticking your arches to their bases, you will need to fill in all the gaps in the corrugated card. Do this by wrapping strips of masking tape around it, just as you have in previous Modelling Workshops. Once this is done, use PVA glue to stick the arches to the bases, making sure that the recesses of the arches fit snugly against the columns.



▲ Pieces of thin card make effective 'bricks'.



◄ Small ruined walls lend extra strength to the model as well as adding detail.



► When using plaster, be careful not to fill in any important details, such as the grooves on the columns.

6 Texture and Detail

Before you texture the ruined archway, you can add brickwork as you did for the Rohan house and beacon in Packs 9 and 10. You might also like to glue small pieces of corrugated card to the sides of the column to represent ruined side walls. Once the glue on the brickwork has dried, cover the walls and column with a thin layer of plaster filler, stippling it where necessary to create a rough texture. Do not paint the filler on too thickly, or it might obscure the details you have added.

7 Detailing the Base

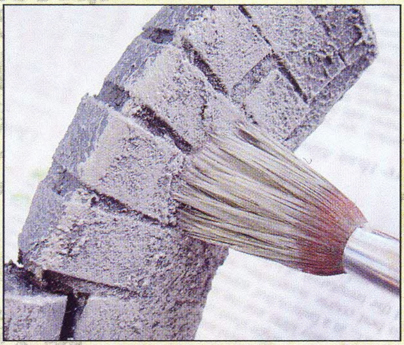
Put a thick layer of PVA glue on the base, concentrating on the areas around the bottom of the arch. Onto this, pour some sprue rubble, just as you did in Pack 6, and gently tap off any excess. Before the glue dries, sprinkle modelling sand over it, and again tap off the excess. This can get very messy, so make sure that you have plenty of newspaper covering your working space before you begin pouring sand and sprue rubble!

Using a lot of PVA glue like this can be messy, so be careful not to spill any.

Sand and sprue rubble add detail to your base.

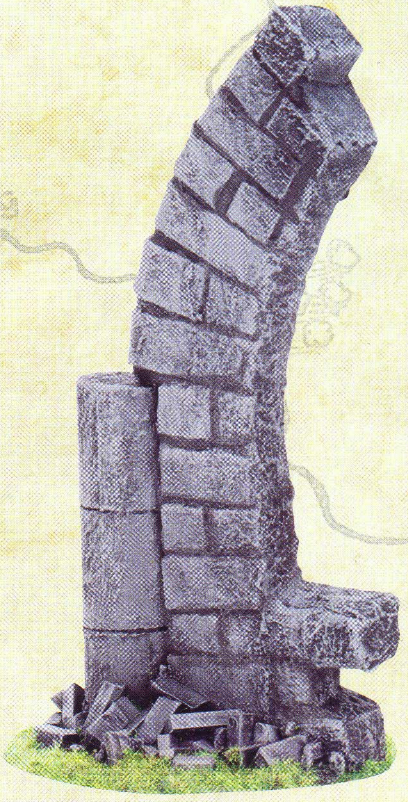
8 Painting the Model

Paint or spray the entire model with a black undercoat. Once this has dried thoroughly, apply a heavy dry-brush of dark grey to the entire model with a large, old brush. Apply a second, lighter dry-brush of pale grey as a highlight. Any exposed parts of the base that have not been covered with sand can be touched up with green paint. Once the green sections are dry, apply PVA glue to these areas and cover them with static grass to finish off the base as usual.



A lighter dry-brush helps make the ruined arch look rough and weathered.

Use green paint to undercoat any areas that will be flocked.

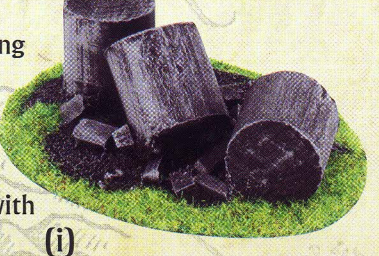


Your finished ruined column, ready to be positioned on top of the hill.

Alternative Approaches

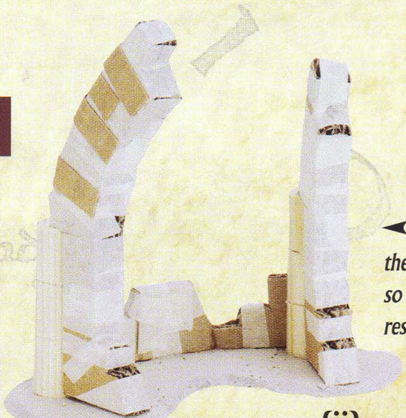
Fallen Columns and Linking Walls

Using the principles for creating archways, you can also make bases of rubble, similar to the ones in Pack 6's Modelling Workshop (pg 18-21). Here we have used small sections of dowel to represent toppled columns (pic i). Also, try linking two arches together with a large base and a low wall made of card (pic ii). This is an ideal opportunity to put into practice all the modelling skills you have learned and to experiment with new ideas.



(i)

These columns were toppled long ago.



(ii)

The base that links these arches is curved so that the layout resembles Weathertop.

IN YOUR NEXT GAMING PACK...

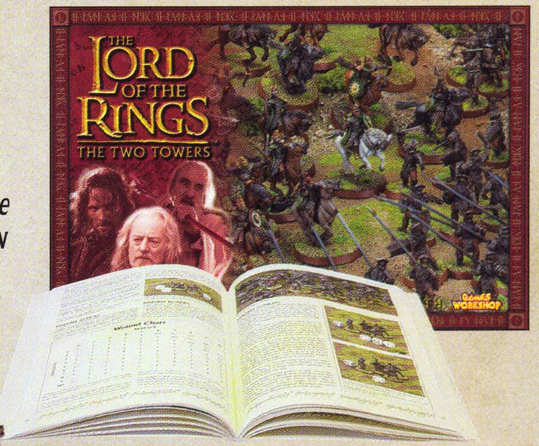
Saruman battles Gandalf in a deadly duel of magic!

- New tactics for your Battle Games
- Play the 'Wizard's Duel' Battle Game!
- Paint your model horses, using simple techniques
- Add details to your scenery to make it even more realistic
- **PLUS:** Six plastic Rohan Horse miniatures

£3.99
€6.50
FORTNIGHTLY
THE LORD OF THE RINGS
BATTLE GAMES
in Middle-earth
13
SARUMAN AND GANDALF DUEL IN THE TOWER OF ORTHANC!
DeAGOSTINI
GAMES WORKSHOP
NEW LINE CINEMA

THE LORD OF THE RINGS
THE TWO TOWERS

Battle Games in Middle-earth is just one part of *The Lord of The Rings* tabletop gaming hobby. Pictured below are just a few items from the extensive and ever-growing range.


THE LORD OF THE RINGS
THE TWO TOWERS
GAMES WORKSHOP

THE LORD OF THE RINGS
THE TWO TOWERS
THE LORD OF THE RINGS
THE TWO TOWERS
THE LORD OF THE RINGS
THE TWO TOWERS

For more information ring 0115 91 40000 or visit: www.games-workshop.com

ISSN 14766167
12
9 771476 616040

Models supplied with *Battle Games in Middle-earth*™ are not suitable for children under 3 years due to small parts and essential pointed components. Citadel Miniatures are fine scale models designed for gamers and collectors. Retain packaging for future reference. © 2003 New Line Productions, Inc. The Lord of The Rings and the characters, names and places therein, TM The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved. Contents of future packs may change without notice.